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THE USE OF GAMES IN TEACHING LATIN

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Among my first experiences in Latin teaching was the discovery that I would have to make the subject interesting if I was going to get any results at all, and I soon learned that one of the best ways to do this was to combine play with work wherever possible.

One of my first devices was the spelling bee, or contest for Latin vocabularies. These we usually had in the first-year classes and oftentimes with much excitement, rivalry, and thorough studying of Latin words.

Later there were Latin parties after school and before holidays. Mr. Wright's Latin games, published by the Latin Game Company, of Appleton, Wisconsin, were often used. These are based on the English game of "Authors" and are especially useful for a drill on the principal parts of verbs.

The English game of Logomachy also furnished a good variation. Latin words were formed from the cards which had on them the letters of the alphabet. This game suggested the idea of the "Sententiae," or Latin-sentence games—games in which words might be used to form sentences instead of letters to form words. The Latin language being so highly inflected lends itself to games based on the various constructions of direct and indirect object, ablative of means and agent, ideas of place, and uses of the subjunctive. The first three of these I found very popular and useful in my classes as well as interesting to other teachers and I was induced to publish them. One drawback is that they are a little difficult to use in large classes where the seats are fixed, but this can often be overcome by the use of several sets and the children when interested do not mind the inconvenience of sitting two in a seat or even standing around a desk.

In addition to the published games a picture game, suggested by the "Direct Method" and based on the English game of "Snap"

was very popular among the pupils. This, however, was too expensive to publish.

Round games were also used with success; such as "Parva Puella," "Miles ex Asia," and "Currus Antiquus." The Latin adaptations of these are given below. In Latin clubs many English games such as "Forfeits," "Twenty Questions," etc., can be translated into Latin and played with good results. I was interested in finding in the *Classical Journal* of March, 1916, a description of an old Latin game. This game, though interesting, has no educational value. A mythology game published by the Cincinnati Game Company, Ohio, may also be used as a pleasant variation in Latin clubs.

The use of games is, of course, only a supplement to the regular teaching of Latin grammar, translation, and composition, but it does present the subject in a light which appeals to the child, especially the young child of the first year. It also follows the psychological principle of making use of the natural child-instinct of play, and the utilization of this instinct produces the result that the pupil works and learns without the painful realization that he is making an effort to do so.

Some of these Latin games are as follows:

"PARVA PUELLA," BASED ON THE ENGLISH GAME, "THE PRIEST OF PARIS"

Directions: Either the teacher or one of the pupils becomes "Parva Puella," and the others are given numbers. The one having the number called, carries on the conversation with the player who has called his number. The player who answers slowly or incorrectly should be sent to the end of the line by "Parva Puella," and the players should move up one, thus changing their numbers.

A: Parva puella librum amisit. Quis habet? Tres numero?

Tres: Quis? Ego?

A: Tu, certe.

Tres: Non ego.

A: Quis deinde?

Tres: Quinque numero.

Quinque: Quis? Ego?

Tres: Tu, certe.

Quinque: Non ego.

Tres: Quis deinde?

Quinque: Septem numero.

Septem: Quis? Ego?

MILES FORTISSIMUS, BASED ON THE ENGLISH GAME, "MY GRANDFATHER'S TRUNK"

Directions: Each player repeats the list already named and adds a new object. The one who fails to repeat the list correctly or to add a new word, drops out, and the person wins who can repeat correctly the longest list.

"Miles fortissimus domum ex Asia venit secum retulit gladium, scutum, sagittas, etc."

CARRUS ANTIQUUS, BASED ON THE ENGLISH GAME, "THE OLD STAGECOACH"

Directions: The game is best played by having the pupils seated in a large circle. To the players are assigned the Latin names, such as *carrus*, *agricola*, etc. When the different names are read the player who represents the part rises and turns around, then sits down again. When *omnes* is read all rise and there is a general turning and much fun.

"In via est carrus antiquus. Agricola validus in carro est. Cum agricola in carro sunt filius et filia et mater et soror matris et frater agricolae, omnes sunt validi, omnes sunt laeti. Duo validi equi carrum trahunt, omnes celeriter, rus properant. In via agricola et filius et filia et soror matris et frater agricolae validi vident milites et duces et gladiatores et servos. Gladiatores et servi proelium committunt. Equi agricolae validi proelium vident, clamorem audiunt. Perterriti sunt equi, celeriter, velociter currunt. Et filia et mater et soror matris magna voce clamant. Subito alter equus decedit, deinde alter equus decedit, et carrus vertitur. Agricola validus et filius et filia et mater et soror matris et frater agricolae in terram iaciuntur et omnes magna voce clamant. Milites et duces autem celeriter ad eos currunt. Carrus antiquus deletur sed omnes incolumes sunt."

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| 1. carrus antiquus | 7. frater agricolae | 13. dux |
| 2. agricola validus | 8. equus | 14. gladiator |
| 3. filius | 9. alter equus | 15. gladiator |
| 4. filia | 10. miles | 16. servus |
| 5. mater | 11. miles | 17. servus |
| 6. soror matris | 12. dux | 18. servus |
| | | 19. omnes |